Nicholas Vadivelu

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Experience

NVIDIA · Performance Software Engineering Intern

Aug 2020 - Dec 2020

- Reduced BERT/Megatron inference latency by up to 30% by enabling sparsity for TensorRT in C++
- Open-sourced sparse BERT in **Python**, democratizing the current fastest inference implementation

Uber ATG · Research Intern

Jan 2020 - Aug 2020

- Improved object detection by 90% (AP) and motion forecasting by 22% (L2) of a self-driving neural net under realistic positional error, significantly improving safety for future riders
- Wrote a first author paper on the learned positional error correction system (accepted at CoRL)

Google Brain • Software Engineering Intern

May 2019 - Aug 2019

- Unlocked K-FAC for over 370,000 users by implementing and open sourcing automatic support for arbitrary neural network architectures and integrating it into the Keras ecosystem %
- Enabled simple multi-node, multi-GPU/TPU training for users by incorporating TensorFlow's Distribution Strategy and efficient distributed operation placement
- Designed, created, and open-sourced idiomatic, reproducible training recipes for users while carefully considering hyperparameter ranges, baselines, datasets, and models %

John Hancock Financial · Data Science Intern

May 2018 - Aug 2018

- Achieved a fraud detection rate of 63% through designing an unsupervised ML model
- Deployed 25 fraud identifying rules in SQL that correctly flagged 100+ out of 20,000+ claims

Sunnybrook Research Institute • Software Developer Intern

Jul 2017 - Aug 2017

 Improved MRI segmentation accuracy by up to 80% and reduced time to contour MRI scans from ~5 hrs to ~40 mins by implementing techniques including watershed and clustering

Publications

Nicholas Vadivelu, Mengye Ren, James Tu, Jingkang Wang, Raquel Urtasun. Learning to Communicate and Correct Pose Errors. In Conference on Robot Learning (CoRL), Virtual, 2020 %

Pranav Subramani, Nicholas Vadivelu, Gautam Kamath. Enabling Fast Differentially Private SGD via Just-in-Time Compilation and Vectorization. In NeuRIPS Privacy-Preserving Machine Learning Workshop, Virtual, 2020 %

Open Source

PyTorch Ignite: Improved performance by up to 63% by designing and implementing async updates for distributed metrics with tests and documentation %

Projects

Thrive Life Simulator: Created a 3D ray-casting game engine from scratch for a dinosaur world simulation game in Java with object-oriented design and detailed documentation %

Vim Clone: Recreated the text editor using object-oriented design and C++ best practices, such as implementing the Model-View-Controller pattern and extensively using STL functionality

Leadership

Data Science Club Lectures: Designed and presented workshops about neural networks in TensorFlow, machine learning in scikit-learn, and data cleaning in pandas for 300+ students % WATonomous Design Team: Implemented real-time object detection in Tensorflow, OpenCV

Education **University of Waterloo · Computer Science & Statistics (B. Math)**

2017 - 2022

Cumulative GPA: 3.94/4.00 - Dean's List